

## CLAIMS

What is claimed is:

1. A method for collating experiences of an interactive user Internet session, comprising the steps of:  
archiving a plurality of a user's Internet experiences in correspondence with correlated decisions and outcomes;  
arranging the decisions and outcomes in accordance with a predetermined scheme.
2. The method of claim 1 further including a step of printing a selected portion of a plurality of the user's Internet experiences in accordance with a selected printing option.
3. The method of claim 2 wherein the selected portion is one of:  
a partial sequence of the user's Internet experiences;  
a sequence of the user's Internet experiences that comprises a logical unit; and  
a sequence of the user's Internet experiences that comprises a start-to-finish compilation of a multi-step activity of the user.
4. The method of claim 3 wherein the selected printing option includes, for the start-to-finish compilation, dynamically generating at least one of a front and a back book cover.
5. The method of claim 3, wherein the selected printing option includes, for the start-to-finish compilation, dynamically generating one of table of contents and an index.

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6. The method of claim 3, wherein the selected printing option includes one of:

dynamically generating images to accompany written information for the start-to-finish compilation; and

dynamically selecting images to accompany written information for the start-to-finish compilation.

7. The method of claim 3, wherein the selected printing option includes, for the start-to-finish compilation, dynamically generating a listing of related further reading.

8. The method of claim 3, wherein the selected printing option includes, for the start-to-finish compilation, dynamically generating a preselected book feature.

9. The method of claim 1, wherein the arranging step further comprises arranging a start-to-finish compilation in a non-book format.

10. The method of claim 9, wherein the arranging step further comprises generating an audio stream.

11. A method of providing and managing a pick-a-path experience for a set of interactive user Internet sessions, comprising the steps of:

archiving user decisions and outcomes of the interactive user Internet sessions; and

compiling and publishing the user decisions and outcomes for a selected portion of a complete set of the interactive user Internet sessions.

12. The method of claim 11, wherein the pick-a-path experience is one of: an educational experience, a simulation, an entertainment experience, and a gaming experience.

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13. The method of claim 11, wherein the pick-a-path experience includes a plurality of activity goals.

14. The method of claim 13, wherein the step of compiling and publishing includes publishing user decisions and outcomes that have been archived for at least one of the activity goals.

15. The method of claim 11, wherein the pick-a-path experience incorporates user interactivity and is designed to include content that provides cliff-hanger anticipation to attract users to a hosting website.

16. The method of claim 11, wherein compiling and publishing the user decisions and outcomes for one of: a selected portion of the set of interactive user Internet sessions and the set of the interactive user Internet sessions includes incorporating advertising on printed pages in accordance with a predetermined scheme.

17. A computer program for collating experiences of an interactive user Internet session, comprising:

programming instructions for archiving a plurality of a user's Internet experiences in correspondence with correlated decisions and outcomes; and

programming instructions for arranging the decisions and outcomes in accordance with a predetermined scheme.

18. The computer program of claim 17, further including programming instructions for printing a selected portion of a plurality of the user's Internet experiences.

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19. The computer program of claim 17, wherein the selected portion is one of:

- a partial sequence of the user's Internet experiences;
- a sequence of the user's Internet experiences that comprises a logical unit; and
- a sequence of the user's Internet experiences that comprises a start-to-finish compilation of a multi-step activity of the user.

20. The computer program of claim 19, further including programming instructions for dynamically altering the start-to-finish compilation to incorporate custom, personalized characters.

21. The computer program of claim 19, further including programming instructions for dynamically generating at least one of a front and back book covers for the start-to-finish compilation.

22. The computer program of claim 19, further including programming instructions for dynamically generating one of an index and a table of contents for the start-to-finish compilation.

23. The computer program of claim 19, further including programming instructions for one of:  
dynamically selecting images to accompany the selected portion of the plurality of the user's Internet experience; and  
dynamically generating images to accompany the selected portion of the plurality of the user's Internet experience.

24. The computer program of claim 19, further including programming instructions for dynamically generating a listing of related further reading for the start-to-finish compilation.

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25. The computer program of claim 19, further including programming instructions for dynamically generating a preselected book feature for the selected portion of the plurality of the user's Internet experience.

26. The computer program of claim 17, further including programming instructions for dynamically generating a non-book compilation for the start-to-finish compilation.

27. The computer program of claim 26, wherein the arranging step further includes generating an audio stream.

28. A computer program for managing a pick-a-path experience for a set of interactive user Internet sessions, comprising:

archiving instructions for archiving user decisions and outcomes of the interactive user Internet sessions; and

handling instructions for compiling and publishing the user decisions and outcomes for one of: a portion of the set of interactive user Internet sessions and the complete set of the interactive user Internet sessions.

29. The computer program of claim 28 wherein the pick-a-path experience is one of: an educational experience, a simulation, an entertainment experience, and a gaming experience.

30. The computer program of claim 29 further including publishing instructions for publishing user decisions and outcomes that have been archived for at least one educational goal.

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31. The computer program of claim 28 wherein the handling instructions for compiling and publishing the user decisions and outcomes for one of: a selected intermediate sequence of the set of interactive user Internet sessions and the complete set of the interactive user Internet sessions includes incorporating advertising on printed pages in accordance with a predetermined scheme.

32. A memory unit wherein the computer program of claim 28 is stored thereon.

33. The memory unit of claim 32 wherein the memory unit is one of: a compact disc, a hard drive of a computer, a floppy disk, and a memory unit of a shared database.

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